

```
std::list< G4ThreeVector * >
```

```
- elements
```

```
std::list< G4RotationMatrix * >
```

```
- elements
```

```
std::list< G4double >
```

```
- elements
```

```
_positionList  
_iterPositionStart  
_positionEndList  
_rotationGlobalList  
_rotationList  
_iterRotationGlobal  
_iterRotation  
_positionStartList  
_iterPosition
```

```
_iterPositionS  
_positionSList
```

```
BDSBeamlineNavigator
```

```
- _localX  
- _localY  
- _localZ  
- _rotationGlobal  
- _rotation  
- _rotationList  
- _rotationGlobalList  
- _positionList  
- _positionStartList  
- _positionEndList  
- _positionFromCurrentCenterList  
- _positionSList  
- _s_total  
- _maximumExtentPositive  
- _maximumExtentNegative  
- _iterRotation  
- _iterRotationGlobal  
- _iterPosition  
- _iterPositionStart  
- _iterPositionEnd  
- _iterPositionFromCurrentCenter  
- _iterPositionS
```

```
+ BDSBeamlineNavigator()  
+ ~BDSBeamlineNavigator()  
+ addComponent()  
+ print()  
+ rotation()  
+ rotationGlobal()  
+ position()  
+ positionS()  
+ positionStart()  
+ positionEnd()  
+ positionFromCurrentCenter()  
+ GetLastPosition()  
+ GetFirstPosition()  
+ GetMaximumExtentPositive()  
+ GetMaximumExtentNegative()  
+ s_total()  
+ first()  
+ isDone()  
+ next()  
- operator=()  
- BDSBeamlineNavigator()  
* _maximumExtentPositive  
* _maximumExtentNegative  
* _iterRotation  
* _iterRotationGlobal  
* _iterPosition  
* _iterPositionStart  
* _iterPositionEnd  
* _iterPositionFromCurrentCenter  
* _iterPositionS
```

